

18. The gaming machine of claim 10, wherein the general computing subsystem is designed to control one or more of: i) a game play history, ii) gaming machine access, iii) user interface devices, iv) money handling devices, v) gaming machine I/O communications, v) random number generation and vi) progressive jackpot information.

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19. The gaming machine of claim 10, wherein the general computing subsystem is control and to operate: i) player visual feedback, ii) attraction animation features, iii) real time video presentations, iv) a commercial operating system.

20. The gaming machine of claim 10, wherein the processing platform employs a personal computer processor architecture.

Sub. c 45 21. The gaming machine of claim 10, wherein the general computing subsystem and the gaming processor platform communicate using a software driven application program interface.

REMARKS

Claims 1-10 are currently pending in the application. Claims 1-10 were rejected in a Final Office Action dated December 1, 2001. In order to place the above-identified application in better condition for examination, claims 1-9 have been cancelled, claim 10 has been amended and claims 11-21 have been added.

The following remarks respond to comments by the examiner in the Final Office Action, dated December 1, 2001. In the final office action, the examiner rejected claims 1-10 under 35 U.S.C. 103 (a) over Acres (U.S. Patent 5,876,284) in view of Olsen (U.S. Patent 6,271,448).

Acres (see FIG. 2 and Column 8) describes a module that can be inserted into a gaming device. The module includes a data communication node and a player tracking module that are used to communicate with a floor controller separate from the gaming device. The data communication node and the player tracking module allow the floor controller connected to the gaming device to monitor and to control the activity of the gaming device.

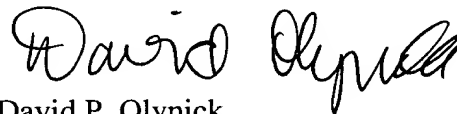
Olsen (see FIG. 1 and Columns 5 and 6) shows a group of gaming machines that are interconnected to a controller over a communication network. The communication network could be a serial or parallel bus arrangement. The controller and the gaming machines are linked to provide jackpot bonuses.

In contrast, the present invention, as recited in claim 10, describes: 1) a housing; 2) a user input connected to the housing; 3) a display connected to the housing; and 4) a control system

located within the housing. The control system may be generally characterized as comprising a processing platform that comprises: i) a bus that uses an interface protocol selected from a group consisting of peripheral component interconnect (PCI), industrial standard architecture (ISA), Versa Module Europa (VME), and accelerated graphics port (AGP); ii) a gaming processing subsystem designed to control a game played on the gaming where the gaming processing subsystem comprises a first gaming processing subsystem board and a bus interface for connecting the first gaming processing subsystem board to the bus; and iii) a general computing subsystem designed to control audio presentations and video presentations on the gaming machine where the general computing subsystem comprises an expansion card and a bus interface for connecting the expansion card to the bus. The Acres and Olsen references, alone or in combination, do not teach or suggest a gaming machine with the limitations described in claim 10 of the present invention. Thus, the Acres and Olsen can not be said to render the present invention obvious.

Should the Examiner believe that a telephone conference would expedite the prosecution of this application, the undersigned can be reached at the telephone number set out below.

Respectfully submitted,
BEYER WEAVER & THOMAS, LLP

A handwritten signature in black ink, appearing to read "David P. Olynick", with a stylized flourish at the end.

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APPENDIX

In the Claims:

1. Cancelled.
2. Cancelled.
3. Cancelled.
4. Cancelled.
5. Cancelled.
6. Cancelled.
7. Cancelled.
8. Cancelled.
9. Cancelled.

10. (Twice Amended) A gaming machine comprising:
 - a housing;
 - a user input connected to the housing;
 - a display connected to the housing; and

a control system [at least in communication with the gaming machine] located within the housing, the control system comprising a processing platform that comprises:

a bus that uses an interface protocol selected from a group consisting of peripheral component interconnect (PCI), industrial standard architecture (ISA), Versa Module Europa (VME), and accelerated graphics port (AGP);

a gaming processing subsystem designed to control a game played on the gaming machine [for controlling functional aspects of gaming machine operation coupled to the

bus, the functional aspects of gaming machine operation comprising game outcome determination and further comprising at least one aspect selected from a group consisting of game play history, game accounting, gaming machine access, I/O control, random number generation and game authentication algorithms], the gaming processing subsystem comprising,
a first gaming processing subsystem board; and
a bus interface for connecting the first gaming processing subsystem board to the bus; and
a general computing subsystem [for controlling non-functional aspects of gaming machine operation] designed to control audio presentations and video presentations on the gaming machine, the general computing subsystem comprising,
an expansion card;
a bus interface for connecting the expansion card to the bus;
[wherein the gaming processing subsystem is physically separate from the general computing subsystem.]

11. The gaming machine of claim 10, further comprising:
a second gaming processing subsystem board.
12. The gaming machine of claim 10, further comprising:
a processor located on the first gaming processor subsystem board.
13. The gaming machine of claim 10, further comprising:
a non-volatile memory located on the first gaming processor subsystem board.
14. The gaming machine of claim 10, further comprising:
a data memory socket located on the first gaming processing subsystem board
designed to accommodate a data prom.
15. The gaming machine of claim 10, further comprising:
a serial communication connection.
16. The gaming machine of claim 10, wherein the gaming processor subsystem board
is a PCI expansion card and the bus is a PCI bus.

17. The gaming machine of claim 10, wherein the expansion card is a PCI expansion card and the bus is a PCI bus.

18. The gaming machine of claim 10, wherein the gaming processing subsystem is designed to control one or more of: i) a game play history, ii) gaming machine access, iii) user interface devices, iv) money handling devices, v) gaming machine I/O communications, v) random number generation and vi) progressive jackpot information.

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20. The gaming machine of claim 10, wherein the processing platform employs a personal computer processor architecture.

21. The gaming machine of claim 10, wherein the general computing subsystem and the gaming processor platform communicate using a software driven application program interface.